Club Nintendo®

Volume 3 - 1991 Issue 2

GREMLINS 2

It's unbeatable film-style action!

NINTENDO WORLD CUP

Capture footballing fever!

NES FOUR SCORE

Four times the power to your NES!

GAME BOY

More exciting hits, including Double Dragon

PLUS

Seven Superb Sneak Peeks!

Check it out

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Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM and GAME BOY

Action Series

- ❑ Adventures of Lolo
- ❑ Airwolf
- ❑ **Bad Dudes**
- ❑ **Balloon Fight™**
- ❑ Batman
- ❑ Bayou Billy
- ❑ Bionic Commando™
- ❑ Black Manta
- ❑ Bubble Bobble™
- ❑ Cobra Triangle™
- ❑ Double Dragon
- ❑ Kung Fu™
- ❑ Mega Man 2™
- ❑ Pinbot™
- ❑ **Rescue**
- ❑ Silent Service
- ❑ Skate or Die
- ❑ Snake Rattle N' Roll
- ❑ Solar Jetman
- ❑ Spy vs Spy
- ❑ Stealth ATF
- ❑ Teenage Mutant Hero Turtles
- ❑ Tetris
- ❑ Tiger Heli
- ❑ Urban Champion™
- ❑ Wizards and Warriors

Light Gun Series

- ❑ Duck Hunt™
- ❑ Gumshoe
- ❑ Hogan's Alley™
- ❑ To the Earth™
- ❑ Wild Gunman™

Sport Series

- ❑ Blades of Steel™
- ❑ Double Dribble™
- ❑ Golf
- ❑ **Nintendo World Cup**
- ❑ Punch-Out!!™
- ❑ Pro Wrestling™
- ❑ Rad Racer™
- ❑ R.C. Pro Am™
- ❑ Soccer
- ❑ Super Off Road
- ❑ Tennis
- ❑ Track & Field II
- ❑ World Wrestling™
- ❑ 10-Yard Fight™ (American Football)

Adventure Series

- ❑ **Ducktales™**
- ❑ Faxanadu™
- ❑ Festers Quest™
- ❑ Goonies II™
- ❑ Ghostbusters II™
- ❑ **Gremlins 2**
- ❑ Kid Icarus™
- ❑ Legend of Zelda™
- ❑ Mega Man™
- ❑ Metal Gear™
- ❑ Metroid™
- ❑ Robowarrior™
- ❑ Simon's Quest
- ❑ Super Mario Bros. ™
- ❑ Super Mario Bros. 2™
- ❑ Zelda II - The Adventure of Link

Arcade Series

- ❑ Castlevania™
- ❑ Double Dragon II
- ❑ Donkey Kong Classic™
- ❑ Ghosts 'n Goblins™
- ❑ Gradius™
- ❑ Gunsmoke™
- ❑ Ikari Warriors™
- ❑ Life Force
- ❑ Mario Bros.™
- ❑ Paperboy™
- ❑ Popeye™
- ❑ **Probotector**
- ❑ Robocop™
- ❑ Rush 'N Attack™
- ❑ Rygar™
- ❑ Section Z
- ❑ Solomon's Key™
- ❑ Trojan™
- ❑ Xevious™

Programmable Series

- ❑ Excitebike™

Coming Soon

Gauntlet II	April
IronSword	April
Burai Fighter	May
Dr. Mario	May
Rad Gravity	May
Jack Nicklaus	June

Game Boy

Game Pak

- ❑ Alleyway™
- ❑ Balloon Kid™
- ❑ **Double Dragon**
- ❑ **Gargoyles Quest**
- ❑ Golf
- ❑ Kwirk™
- ❑ Pinball Revenge of the Gator
- ❑ Qix™
- ❑ Solar Striker™
- ❑ Super Mario Land™
- ❑ Tennis™
- ❑ **The Amazing Spiderman**
- ❑ Wizards and Warriors™

Coming Soon

The Chessmaster	**April**
Nintendo World Cup	**May**
Burai Fighter Deluxe	**June**
Dr. Mario	**June**

Check it out

Super Mario Says

Just the other day, I was challenging Luigi to a two player game of **"Tetris"** on the **Game Boy**™, and I was winning three games to one (which is practically unheard of). On what would have been the last game I got a little over-excited and shook the **Game Boy**™ a little too hard, causing the **Game Link**™ to fly out of the sockets! What a nightmare - I was just about to beat my brother for the first time, but, now, we couldn't go on! Instead of him being totally humiliated, it was me who felt a right idiot! If you have ever had something like that happen to you, either on the **Game Boy**™ or the **NES**, then let us know. We'll print the most interesting, or the funniest, in a future mailbag.

Have you ever had a group of friends crowding around the **NES**, arguing who gets the next game? Well argue no more - the **NES Four Score**™ is here! This great little device allows up to four players to compete simultaneously in the same game, and the library of titles is rapidly increasing. On top of **"Super-Off Road"**, which is already available, there is now **"Nintendo World Cup"**, and shortly **"Gauntlet II"**. There's a full rundown on all of the great features and abilities of the **Four Score**™ in a special article in this issue - don't miss it!

Club Nintendo will now remain at least 32 pages long, so that we can cram every bit of information possible into it. **The Game Boy**™ section is now here to stay, with seven great new Game Paks featured in this issue. There are also five new NES Game Paks reviewed, including the Film tie-ins **"Gremlins 2"** and **"Ghostbusters II"**, and the four player spectacular **"Nintendo World Cup"**.

Another section that is expanding quite dramatically is Sneak Peeks. We are featuring seven great new games in this issue, with one of the beauties being the variety of these titles. There really is something for everyone - sport, arcade, action, adventure, strategy, and also my great new 'adventure', **"Dr Mario"!** It's a little different to my other games, but that certainly doesn't mean that its any less addictive!

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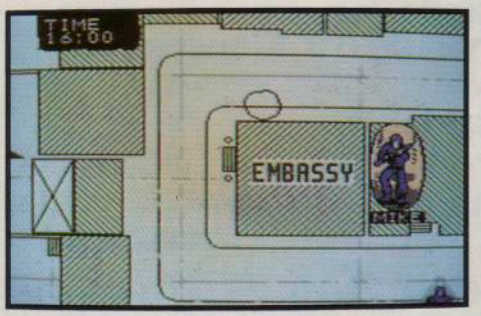
RESCUE

THE EMBASSY MISSION

MISSION BRIEFING

STRICTLY CONFIDENTIAL. (FOR YOUR EYES ONLY!).

Terrorists have been holding hostages in the embassy for over 24 hours now. Peaceful negotiations have failed to get results. Assemble your finest group of men, and send them in to rescue the hostages. Be careful - these terrorists may be crazy, but they're not stupid. Good luck...



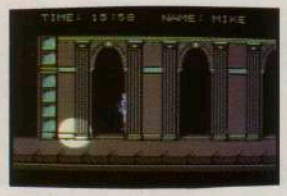
TAKING CHARGE OF THE COMMANDOS

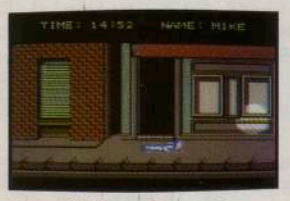
Six commandos are under your command, and it's up to you to guide them into position to defeat the terrorists. Each man in your troop is at the peak of his ability, yet still needs your guidance - it's not just a matter of bursting into the building and shooting at everything that moves.

SNEAKING INTO POSITION

Your first three commandos have to reach position from where they can fire at the windows of the embassy. This is far, far harder than it sounds. The terrorists have snipers of their own, and spotlights constantly search the skylines and sidewalks surrounding the embassy. Your men, who head for their position one at a time, have to creep along, diving behind walls and through windows to dodge sniper fire. Only quick thinking and their great agility stand between success and failure, so be careful!

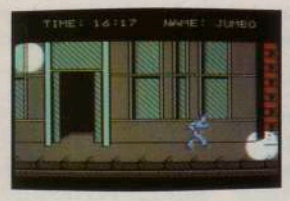
START



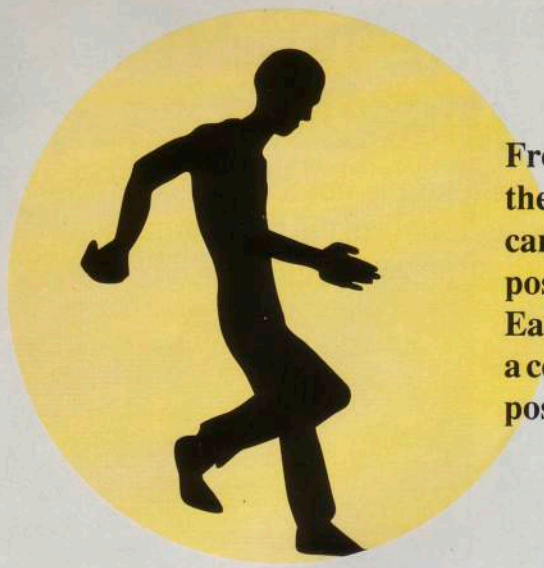


Get Mike here!

Steve has to reach here...

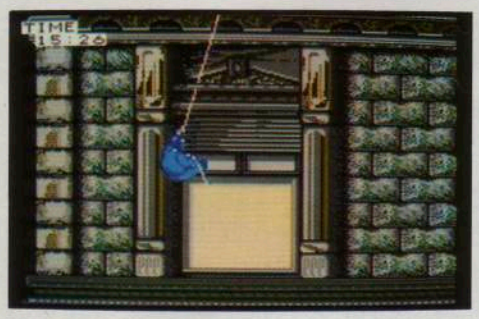


and, somehow, Jumbo has to get here!



USING THE SNIPERS

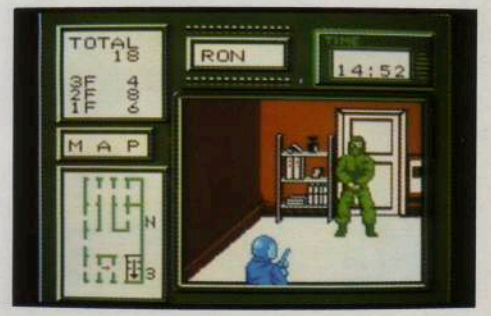
From your vantage point across the street from the embassy, you can shoot out the windows and possibly some of the terrorists. Each of your commandos covers a certain side of the embassy, so, the more men that you can get into position then the better the chance of getting a few enemies!



GETTING INSIDE THE EMBASSY

The reason that you shot out the windows is to allow the rest of your daring commandos to make a dramatic entrance. Swinging down from the rooftop, they must wait for the all-clear sign, and then CRASH! - they fly through the windows!

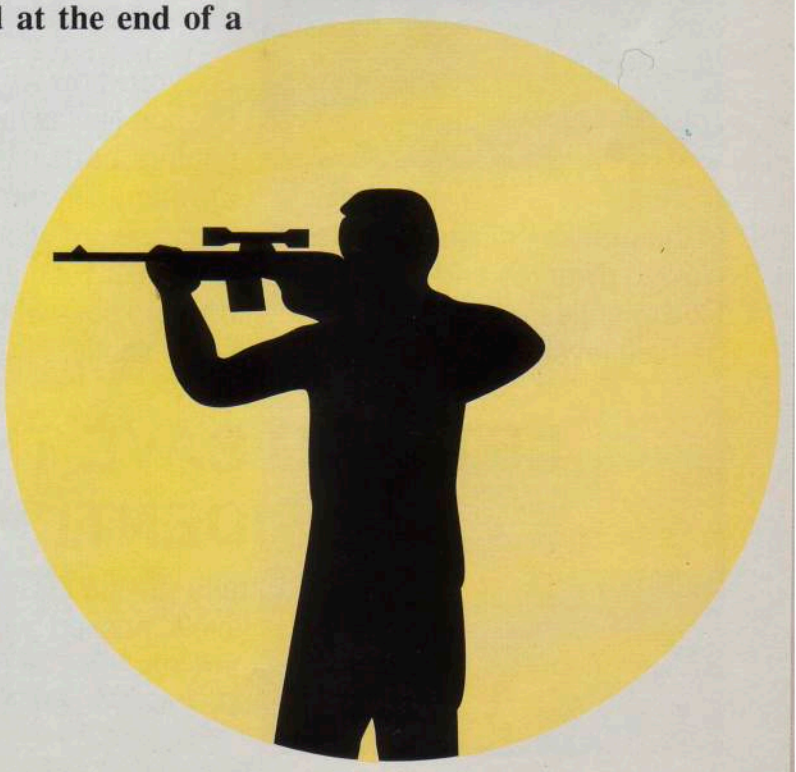
RESCUING THE HOSTAGES



Each second is valuable, so don't waste time. There are three floors to cover, each one crawling with terrorists who you will have to shoot to allow you to reach the hostages.

Moving around the embassy is pretty simple - rotate left or right, and then push forward or back - but don't be fooled into rushing around. Every corner could hide an enemy attack, and you won't stand a chance if you're caught fooling around at the end of a corridor.

GETTING OUT ALIVE



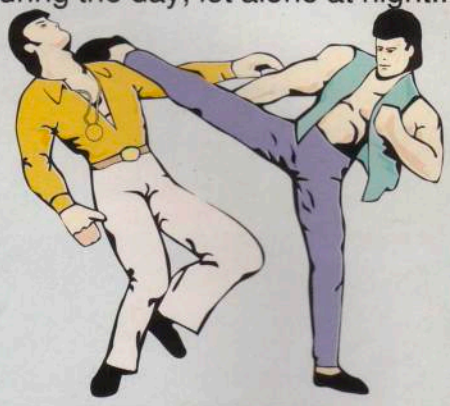
Only if all of your men survive will the mission be thought successful, otherwise your ability will be seriously questioned. So don't foul up...

Once you have become adept at one difficulty level, keep the game fresh and fun by trying the next. There are a number of different levels, and with the exciting and atmospheric graphics "Rescue" will keep you absorbed for ages! There's nothing quite like it on the NES, so take a look!

BAD DUDES

THE PRESIDENT IS MISSING!

The USA of the future is not a pretty sight. Gang warfare is rife, and some of the crime organisations have expanded so rapidly that they now have enough muscle to threaten a whole country. It's not safe to walk the streets during the day, let alone at night...

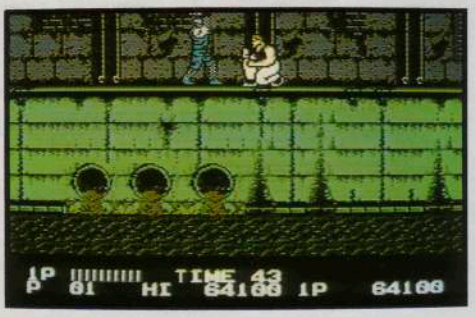


One such gang is the Dragon Ninjas. Their plan is to dominate the USA, and they have already implemented stage one by kidnapping the President! Obviously, the authorities have to do something, but they are loathe to have any of their personnel enter the fray. So they send someone expendable, yet who might lead them to the President. Someone who is tough, and intelligent with it. And somebody who is bad, who shows no mercy. That someone is you...

MEET THE BAD DUDES

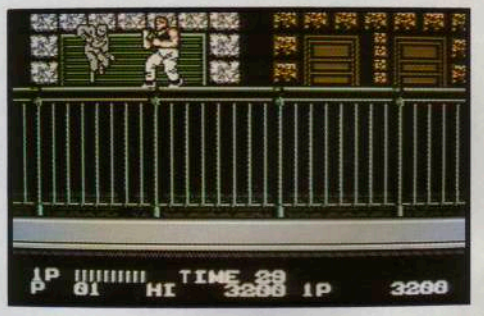
As either Blade or Striker, you have to take on the Dragon Ninja all on your own. Try not to get caught - the authorities will deny everything if you do!

Most of your defence and attacks derive from extensive training in Martial Arts. You have the ability to throw a flurry of punches, leap through the air and follow up with a foot-sweep, or jump-kick your opponent with the minimum of effort. You can also utilise any weapons that they drop, such as knives or nunchukas.



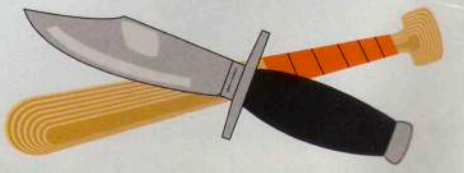
THE MIGHT OF THE DRAGON NINJAS

So, you know what you can do, but what about your opponents? The Dragon Ninjas are well-organised, highly skilled and very intelligent fighters, certainly not like the thugs normally met on the streets. There are many different styles of fighters in their ranks - ninjas, shuriken throwers, sword wielders, fire ninjas, clawed dwarves and intelligent dogs, who all rush at you from either side relentlessly. Then there's their big, bad boss who lurks at the end of each level. He's not a foe to be taken lightly...



LET'S GO SAVE THE PRESIDENT!

Any Bad Dude tough enough to take on the Dragon Ninja should prepare themself for numerous levels packed with action of the highest degree. Their attacks seem endless, and their numbers infinite, but, if you've got what it takes, then you should be able to find a way to beat them.



STAGE 1 - CITY SLUMS

Your adventure starts in the back streets of the city, where the Dragon Ninja already lie in wait. Watch out for the Shuriken-Ninjas, as they place deadly spikes in front of you, which must either be kicked or avoided. Also, try the spin-kick when surrounded by enemies, and watch them fly!

BAD DUDE BONUS TIP 1

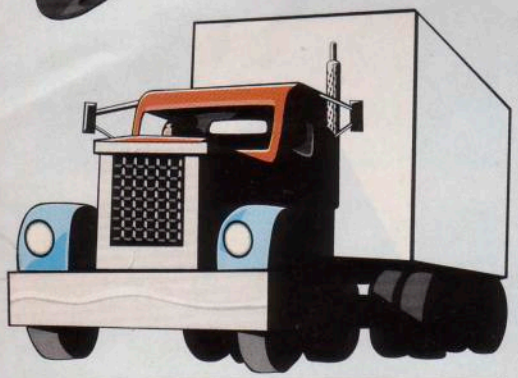
The Fire breather at the end of stage one is no pushover, but using the following trick you should survive him, go to the top right corner and hit him when he jumps up. Next, jump down and when he comes down too, kick him and return to the top. Repeat the sequence, remembering to stay crouched when you hit at him and you should be OK!

STAGE 2 - SPEEDING TRUCK

If you're as bad a dude as you reckon, then this stage shouldn't cause you too many problems. Stay on the left of the truck, keeping away from the gap between the cabin and cargo hold, until the whole of the truck comes into view. Then attack on top of the cabin, and try to grab the knife from one of the Ninjas. This will prove useful against the claw brandishing dwarf who appears at the end of the stage!

BAD DUDE BONUS TIP 2

If it's extra power that you're after, then try holding down the 'A' button until your Dude flashes, and then let go. He will throw a flaming punch that should deal with the roughest opponents!



STAGE 3 - THE SEWERS

They start fighting even dirtier down in the sewers, throwing just about everything in your direction, and trying to stop you before you get too far towards your goal. A Ninja who casts illusions awaits you at the end of the sewers, throwing both your senses and sanity into disarray.

BAD DUDE BONUS TIP 3

To collect weapons and items, you will need to defeat the red Ninjas. The weapons allow you to defeat your foes a little quicker, but they aren't so powerful that you should risk your neck getting them. So, if they are unaccessible then don't bother!

THE PRESIDENT IS WAITING...

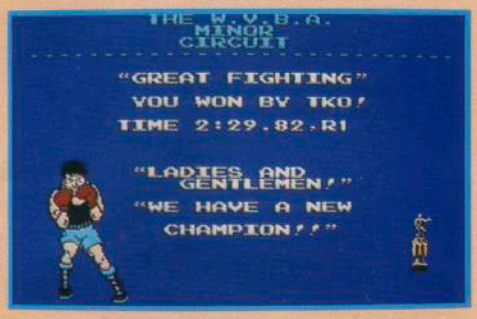
There are four more challenging levels after the sewers, so sharpen up on your techniques, and go get some Dragon Ninjas. After all, a whole country's fate lies in your hands!

THE DREAM FIGHT CAN BE YOURS!

PUNCH-OUT!!™

OK, Little Mac, listen up. You've trained hard and long to make the grade and now you've got your first challenge. Remember your training Mac - keep your hands up, duck and weave around your opponent, and lead with your left. Don't give him any openings, and watch for the signs when he is about to attack - you will then be able to see when he is about to punch, allowing you to attack before he gets a chance to move. I've taught you all that I know, Mac - don't let me down!

THE ROAD TO FAME AND FORTUNE

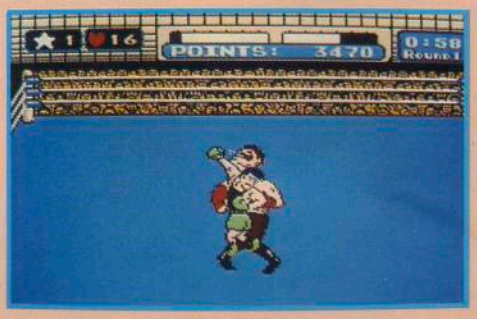


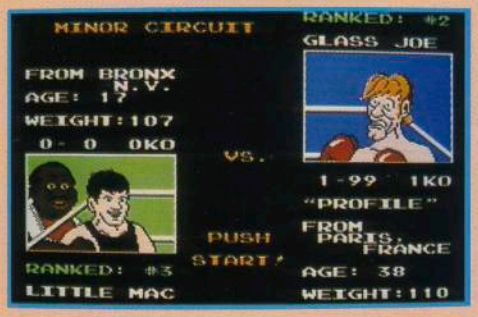
As little Mac, novice fighter, your dream is to win the World Title. First, though you will have to work your way through the ranks, challenging for three other titles before you get a chance to take on Mr. Dream.

Your boxing moves are numerous - you can throw body blows, head jabs and uppercuts, and also use your small height to dodge and block the most furious punches. Learn how to use your abilities to their best advantage, and then there might be the possibility of realising your dream!

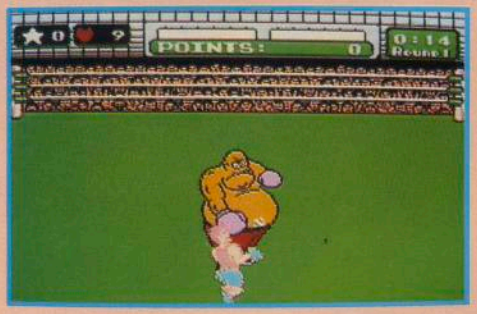
YOUR OPPONENTS

A number of experienced boxers await your challenge, from the vulnerable Glass Joe to the mighty Super Macho Man. Each opponent has different strengths and weaknesses - it's up to you to discover what these are and use this knowledge against them!





Each bout is made up of three rounds, each lasting three minutes. Mario referees each match, giving the count on any floored boxer. To win, you have to either knock out your opponent, or gain a TKO by making him hit the canvas three times. Even if you lose, there's always the chance of getting a rematch, so just keep on trying!



GETTING TO MR. DREAM

Over a dozen fights await any potential challenger to Mr Dream, so only the strongest will get the chance to fight him. A password appears every time you win one of the titles, meaning that you don't have to complete the game all in one sitting. Undoubtedly, "Punch-Out!!" is a classic that's an absolutely essential purchase!

LITTLE MAC'S FINAL WORDS...

"Punch-Out" is much the same as "Mike Tyson's Punch-Out", only with a different champion. If you don't own this boxing game in its other format, then you will be knocked out by this one!

NES FOUR SCORE™

There's a new craze about to sweep across the country - NES four player games! With the NES Four Score™, you can either challenge your friends or join up in a team of two to four players, and then take on one of the four player Game Paks!

Four times the **Fun**

Using the NES Four Score™ couldn't be easier. Simply plug in your favourite controller - be it the Max™, Advantage™ or a conventional pad - and use it as normal. The Four Score™ links directly into the two control ports on the front of your Nintendo, and sits neatly next to the control deck. For added fun, there are also turbo switches for both buttons, which are effective on all controllers.

Four times the **Action**

By the end of the year, there will be a huge selection of Game Paks that combine with the NES Four Score™ to give you extra NES power! Sports titles, adventure games and action classics are all on their way, while there are two great games to keep you going for now. So, what are you waiting for? Go and grab a piece of four player action at your local stockist soon!

Four times the **Power**

The capabilities of the NES Four Score™ are being exploited in many present and future Game Paks. Already available are "Super-Off Road", which allows up to four players to compete against each other, and "Nintendo World Cup", which has a number of multi-player options. "Gauntlet II" is due shortly, and features a more co-operative game, although there are times when one member of the party can start attacking the other!

SUPER OFF ROAD

GAUNTLET II

NINTENDO WORLD CUP

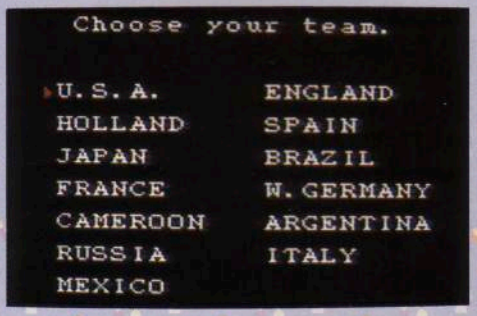
NINTENDO WORLD CUP™

KICK OFF!

The excitement of the crowd has escalated into a deafening roar as the two national sides run out onto the pitch. A lot of hard work and entertaining football has got the teams to the final - now their dreams of holding aloft the World Cup Trophy could just be ninety minutes away...

THE GREATEST SOCCER SHOW ON EARTH!

Welcome to" Nintendo World Cup"! In this great new Game Pak, you will be able to re-create the overwhelming excitement of last year's World Cup Finals! There are thirteen national teams to choose from, each one with different characteristics - such as speed, hit points and shot power. Choose the team that suits you most, and then set off on the path of fame and fortune!



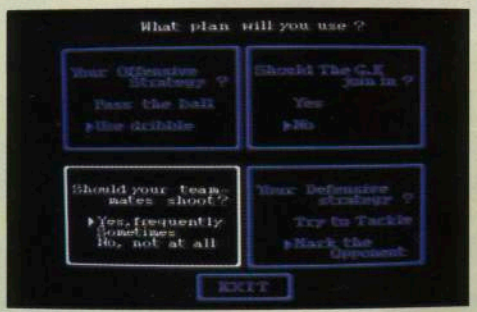
CHECK YOUR POSITION!

You are the Captain of your side, controlling just the one player. Check your position on the pitch when you aren't on screen by checking the mini-pitch just below the play area. Use this also to set up passes and shots!

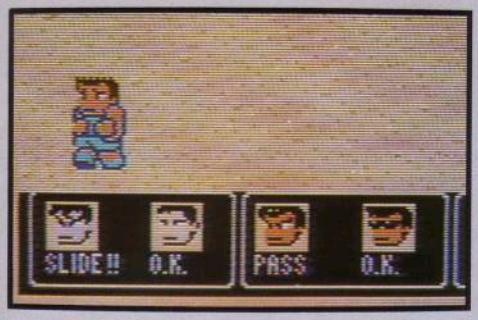
TEAM TACTICS

Before a match, and at half time, you can set up the team tactics. Passing, tackling, shooting and dribbling can all be defined, and you can even risk having the goalkeeper joining in the attacking play! Each different team requires a different style, so experiment until you come up with the best tactics.

During the match you control one of the players, and the computer controls the rest. The tactics you have chosen partly decide how your team-mates perform, while you can also help control them by yelling instructions via the A and B buttons. Success comes not just out of being a skilful player, but also from being an effective Captain!



PLAYER SKILLS



"Nintendo World Cup" offers versatile controls, allowing for the most entertaining matches this side of Italia '90! Pass or head the ball between players, cross the ball deep into the opponents' penalty area or use the long ball system to counter-attack - the choice is entirely yours! For a more dramatic attempt at goal, you can use a diving header or overhead kick which will result in a 'supershot'.

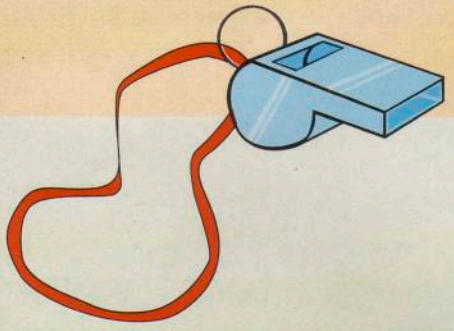
Against weaker teams these will almost definitely result in a goal, while stronger teams might be able to stop it if their goalkeeper is well-prepared. As supershots are so formidable, you can only have five per half, so use them wisely!

Once you have used up all of the supershots, you can still resort to the step-kick shot. Here you have to take so many steps before unleashing a superfast shot that will beat even the best goalkeepers. Try to find the number of steps needed for your national team as it will give you a great advantage over your opponents!

FOUR PLAYER MATCHES

In "Nintendo World Cup", you can have up to two players on the same side in tournament matches, or you can challenge your friends in your own competition.

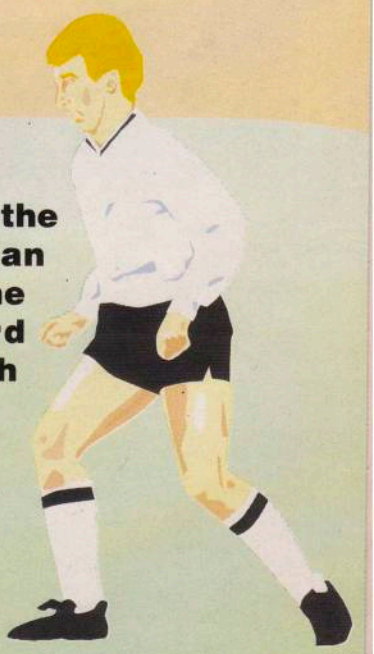
You can have a 'simple' two player match, where your team challenges your friend's team, or alternatively use the NES Four Score™, and have up to two players on each side! Team work is essential here, so let your team-mate know how you're going to play, and what tricks you have up your sleeve!



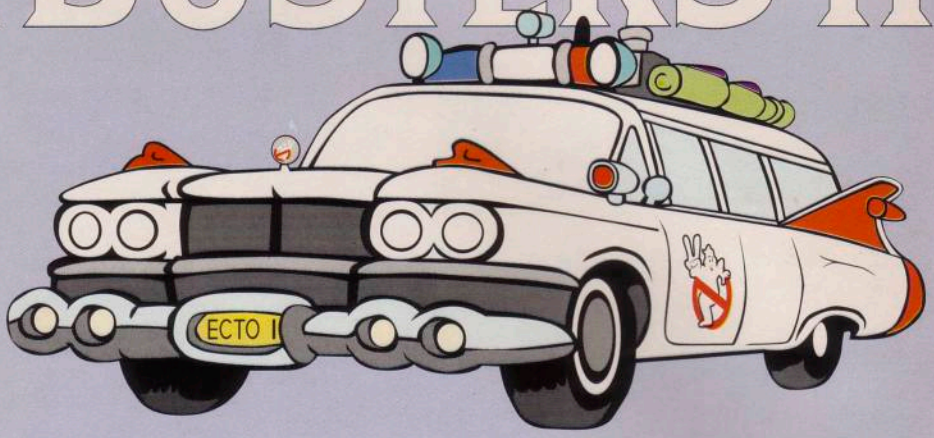
THE FINAL WHISTLE

The German winger has raced down the left, weaving past two Argentinian defenders. Reaching the byline, he stops to see his centreforward unmarked. He releases the ball, which drops just in front of the German star, who with a sweet, fluid movement, unleashes a stunning left foot shot...

GOOAAALLL!!

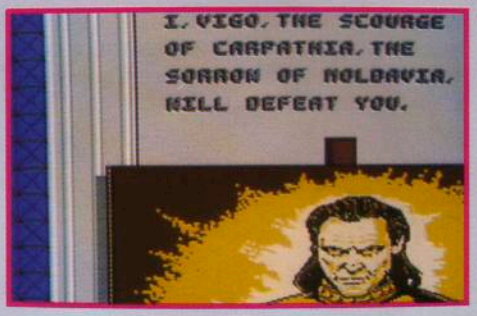


GHOSTBUSTERS II



FIVE YEARS LATER...

In the 90's, New York has forgotten the heroic actions of the Ghostbusters. Now the Big Apple has once more proved to be rotten at the core. And this could start a chain of events leading to the end of the world...



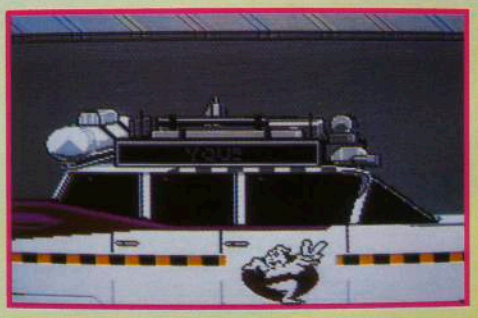
Unbeknown to the New Yorkers, a river of slime is silently running underneath the city. This slime feeds off the greed and ill-will that emits from the city people, and the river runs right under the art gallery, where the evil 17th century tyrant, Vigo, is trapped inside a portrait. He's waiting for New Year's Eve, so that he can draw together all of the evilness contained in the slime, and unleash his might on an unsuspecting world. That's unless someone can stop him. So, who you gonna call?

WE'RE READY TO BELIEVE YOU (AGAIN!).

Hi - We're the Ghostbusters! We ain't afraid of no ghosts, and we're gonna send the slime back to the hell hole from where it came. But we need your help. We'll supply the slimeblowers, all the ghost packs that you could wish for, and even a turbo-charged version of Ecto-1, but then it's up to you. There's just one more point - don't get angry if you don't succeed on your first outing. We don't want the slime feeding off you as well as everyone else, do we?

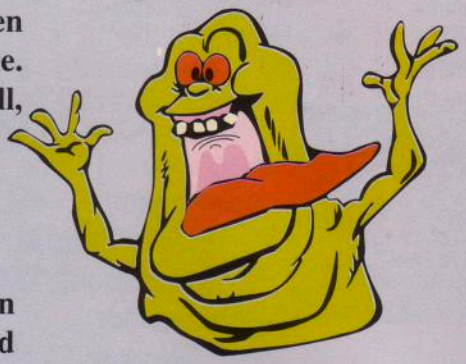
ECTO-1

Forget the fancy shades and the 'New Kids' cassette - this car isn't for cruising, it's a fully-equipped ghostbusting vehicle, with all of the power you'll need to keep you out of the slime. Additionally, there are also two-way slimeblowers, enough to bring the ugliest bozo down. Sometimes you'll be calling on this beauty to get you through the slime-infested streets of New York, so treat her well (please don't rev the engine - we're Ghostbusters, not nutters) and keep her clean - no self-respecting Ghostbuster would drive around town in anything less than a sparkling Ecto-1. OK?



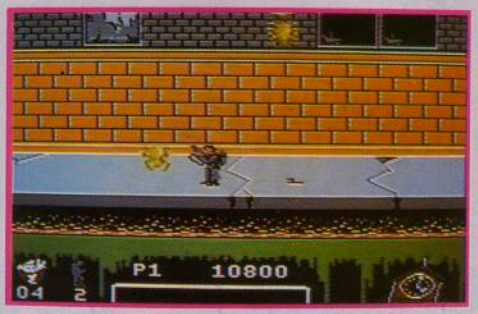
NEW YORK, NEW YORK

If it could happen anywhere, it would be there. Twelve million rotten people makes for a lot of oozing slime, and it's expanding all of the time. So somebody's got to clear the mess up. We've got faith in you - after all, they did it in the movie...



STAGE 1 - THE SEWERS

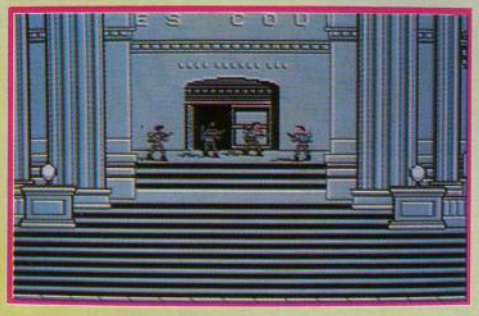
Wow, these sewers sure get around! You won't find any turtles down here (maybe a few deceased ones!), and there's also no sign of any "Bad Dudes", but there's quite a bit of slime, plus a few ghosts. Basically, you've got to shoot the ghosts, or catch them in ghost traps, and collect the Ghostbuster symbols, as you run towards the exit. Some of the little slimers can't be shot or trapped, so make sure you jump over them. Incidentally, if you catch twenty Ghostbuster symbols then you can trade them in with us for an extra man, so they're worth shooting for!



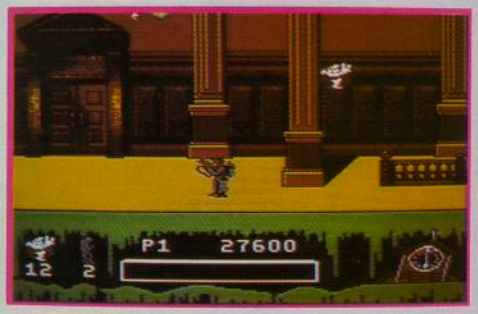
STAGES 2+4 - HITTING THE ROAD

In the second and fourth stages your driving skills will be put to the test, (you do have a driving licence, don't you?!). Take Ecto-1 through the streets, dodging roadblocks, busting ghosts and using the turbo arrows to leap over the biggest road cracks you've ever seen (surely the city council should do something about the state of the roads!). Watch out for the extra weapons that come bouncing down the road, as these can give you a slight advantage over your paranormal foes.

STAGE 3 - DRAMA IN THE COURTROOM

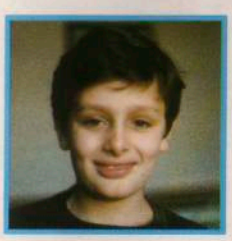


Even law and order has been affected by the slime. The judge has fined you for causing a disturbance, and he didn't believe in no ghosts - until now! Run through the courtroom and stop the ghosts from running riot, catching the biggest specimens as evidence for when you appeal against the fine.



There's still three more supernatural levels to go (that's seven stages in total for all of you who weren't listening!). Anybody who ain't afraid can join us - we guarantee fast and furious adventures like you've never experienced before. So, who you gonna call?!

Player Profiles



Name: Riccardo Tecchio
Age: 10
Country: Italy
Favourite Games: Zelda, Fester's Quest, TMHT, Robowarrior
Top Scores: Finished; LOZ in five lives, FQ in one day Scored; Over 1 million in Robowarrior, 830,000 in Kid Icarus
Hobbies: Nintendo Video Games!
Ambitions: To finish Simon's Quest!

Name: Philip Dhese
Age: 11
Country: UK
Favourite Games: Blades of Steel, SMB
Top Scores: Finishing Super Mario Bros. without warping.
Hobbies: Playing football and snooker, and playing on my NES.
Ambitions: To become a snooker player.

Name: Christ Arts
Age: 14
Country: Holland
Favourite Games: Robocop, Top Gun, Metal Gear, TMHT
Top Scores: Finished Robocop in four days, LOZ in three lives and Double Dragon in five days (with my little brother).
Hobbies: Soccer, American Football and Nintendo!
Ambitions: To finish Metal Gear, and to become an F14 Tomcat pilot on a US aircraft carrier.

Name: Cyril Mason
Age: 16
Country: France
Favourite Games: Double Dragon II, TMHT, Batman, and SMB 2
Top Scores: I finished DDII in two days and Batman in five.
Ambitions: To work for Nintendo as a Game Counsellor.

Name: Sebastian Ruf
Age: 12 years
Country: Austria
Favourite Game: ZELDA II, Double Dragon II
Top Score: Double Dragon II 867900
Hobbies:Table Tennis, Basketball, Books, NINTENDO
Ambitions: To play through all the available game paks

Name: Eduardo Lucas Calderòn
Country: Spain
Favourite Games: Super Mario Bros.1 and 2. The Legend of Zelda, Track & Field II, World Wrestling.
Top Scores: Finishing "World Wrestling" in one day, and "Double Dragon II" in a week.
Hobbies: Playing Football, skateboard, playing on NES and Game Boy.
Ambitions: To finish all NES games available.

SCORES OF FUN

Batman

Bas Van Zomren	128300

Cobra Triangle

Gertjan Vriens	Finish
Philippe Bourroux	999990

Double Dragon II

David Leras	140950
Cyril Hermans	18320

Golf

Miss P Knight	-18
Michael Muller	-15
Tim Martin	-14
Mark Cookson	-12
Eduardo Bacza	-12
Ines De Bagnation	-10
Alejandro Faull	-8

Gradius

Alban Coutant	9999900
Thierry Hairson	7008500
Chafak Erbay	5508400
Alex Meloy	3459500
M. Jose Toyos Lombardia	2187400

Gunsmoke

Stijn Neirynck	Finish
Erik Jan De Wit	800040

Kung Fu

David Goundry	968930
Fabrice Chapron	946090
Mark Cookson	815540
Marco Ferrandi	760630
Gary Morrison	608580
Juan Carlos Martinez	589000
Jonathan Goundry	542590
Cedric Perlot	525470

Lifeforce

Inigo Arias Antiguedad	657210
Paul Halse	531540
Karl Smith	440000
Ellen Newton	438470

Mach Rider

Philippe Garnier	1225300
Anna Margarit Banus	659190
Ivan Perez Carrelero	475470
Steve Van Cauter	406390
Benedikt Pijpe	353350

Pinball

Dennis Melissant	900510
Enrjque Roca Rau	426720
Michele Wunsch	399640
Pere Mare Franquet	210510
Daniel Monzon	185740
Luis Fernando De Rivero	144930

RC Proam

Alvaro Izquierdo Gallego	422658
Sandro Spalletti	422560
Davide Cerchio	416454
Xavier Baguet	362298
Andrea Antonelle	328315
Robbie Took	290711
Mickael Rodrigue	277468
Federico Pirotti	228544
Estaban Bofill	217196
Luis Alberto Martinez	201121
Christopher Court	186669

Rush N Attack

Christophe Omczad	3326400
David & Keith Cooper	1656300
Alejandro Faul	1546700
Fernando Martinez	1039800

Robowarrior

A. Bouter	9800300
Riccardo Tecchio	1131400

Trojan

Sebastian Tabet	430400
Patrice Brujaille-Latour	417850
Luis Jorda	340500
Ben Mullinger	192400
Stefano Caruggi	164100
Danny Hufschmidt	153850
Alessandro Turco	141700
Alejandro Fernandez	139700
Alessandro Pagano	123750

TMHT

Santiago Ivan Garcia	1810700
Stephane Gilbert	1037000
German Salvador	340300

Wizards and Warriors

Luc Saint Georges	574360
Luis Junguili Frjsarri	486540

There you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores of Fun, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR, England.

TOP TEN GAMES

POS.	L.ISS.	TITLE
1	1	SUPER MARIO BROS 2
2	3	LEGEND OF ZELDA
3	7	ZELDA II: THE ADVENTURE OF LINK
4	2	TEENAGE MUTANT HERO TURTLES
5	6	TRACK AND FIELD II
6	4	SUPER MARIO BROS
7	NE	SIMON'S QUEST
8	9	BATMAN
9	NE	CASTLEVANIA
10	5	DOUBLE DRAGON II

For sustained interest and fun, you just can't beat Super Mario Bros. 2! It's topped the Club Nintendo chart in nearly every issue, which just goes to show how popular the Game Pak is! Link is still hanging in there with his two great adventure titles, while the heroes in a half shell have dropped to fourth place, they'll probably be back for more next issue, though - after all, nothing can keep a good hero down!

Luigi has been working day and night to put this together - we actually had to hide the Game Boy so that he would finish the Top Ten on time. It's obviously doing him good, so keep on sending in your votes to keep him busy! Send your Top Five (not ten!) games in order of preference, along with your name, address and membership number, and we will then put them in the only fully European Club Nintendo Readers' Top Ten!

As an added bonus, we will select six of the voters and send them some special and unique Nintendo prizes! There can only be one vote per member entered in this special draw, though.

GREMLINS 2

RETURN OF MOGWAI MANIA

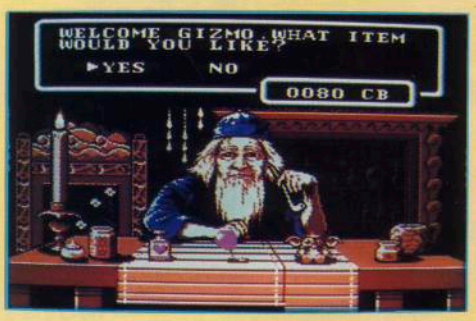
In a stunning film conversion, you have to take the role of Gizmo (he's the cute Gremlin!), and stop your fellow Gremlins from running amok in the city of New York! Led by the evillest Gremlin of all time, Mohawk, this new batch of Mogwai intend to take over the whole Clamp Centre, which would not be a pretty sight! Help Gizmo to stop them, otherwise the next time that TV blows up...

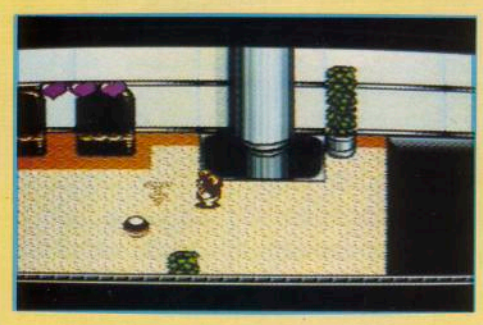
GREMLIN FACT FILE

NAME:	GIZMO
RACE:	MOGWAI (GREMLIN)
ALLIES:	HIS OWNER, BILLY, AND MR WING
POWERS:	SUPERJUMP, ABILITY TO UTILISE EVERY DAY ITEMS INTO ANTI-GREMLIN WEAPONS!
NOTES:	**DO NOT** FEED AFTER MIDNIGHT **DO NOT** EXPOSE TO BRIGHT LIGHT **DO NOT** LET HIM NEAR WATER

THE SHOP

In many parts of each level, Gizmo will be able to find Mr Wing. He will give Gizmo certain items in exchange for crystal balls, so make sure you have a good stock before entering the shop! The items that you can buy include Balloons, which save Gizmo from falling into a pit, and Hearts, which restore the heroic Mogwai's strength.





MOGWAI WEAPONS

Gizmo begins the game with a tomato to splat the Gremlins with, but if he completes a whole level he will be granted with a new weapon. These include the Match, which shoots a fireball, a bow and arrow, and a lethal paperclip!

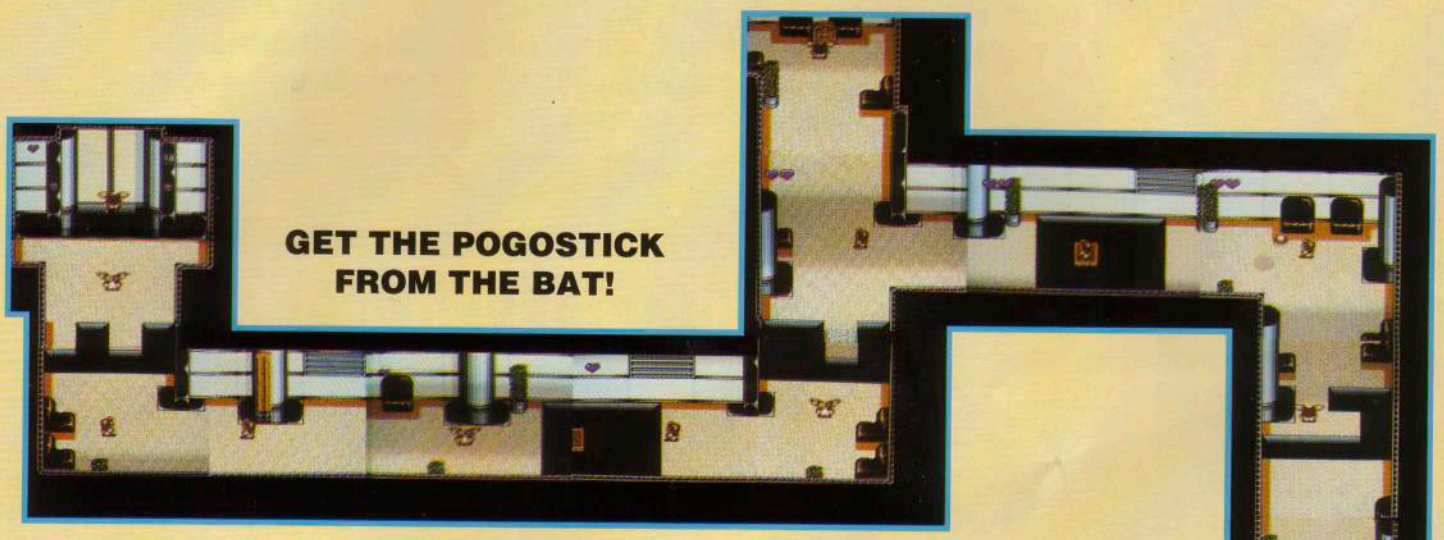
He can also find items by defeating certain enemies. There's a flashbulb which destroys everything on screen, a pogo stick to stomp his enemies and a stop clock to stop time!

THE CLAMP CENTRE

Gizmo is being held captive in the labs of the huge Clamp Centre at the start of the game, but, as soon as Billy learns of the other Gremlins' plans, he sets Gizmo free. Then the adventure really starts!

Gizmo's first task is to work his way from the lab to the lifts which will take him to Billy's office. A number of pitfalls (along with Mutant Tomatoes, Rats and Bats) cause Gizmo a few problems, but with your help he should make it to the next section!

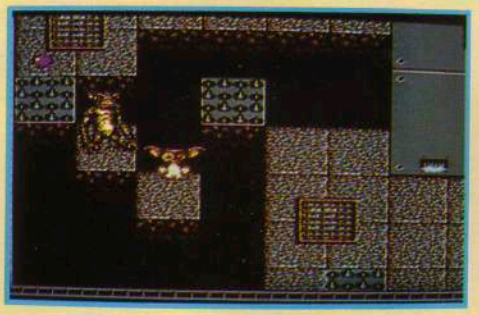
Once Gizmo has reached the second floor he has to search the corridors and rooms to find Billy's office, where a new weapon awaits. Make good use of the flashbulb and pogo stick, and watch out for the Mutant Spiders!



LEAD GIZMO TO VICTORY!

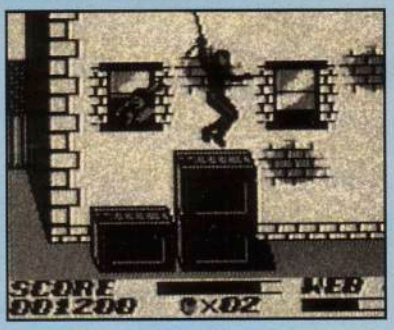
The Gremlins sure give Gizmo a tough time. They throw him in the airduct, fight him in the basement, lead him on a wild chase through the TV studios and take him right back to the Genetics Lab. Should Gizmo survive all of this, then he can tackle the final level, which holds a real surprise...

If you're after a fun and challenging adventure, then "Gremlins 2" is for you! Brilliant graphics, a story that unfolds right before your eyes in between stages and superb action give you a Game Pak worthy of everyone's attention. Don't miss it!



START

the AMAZING SPIDER-MAN



HELP WEBHEAD SAVE MARY JANE!

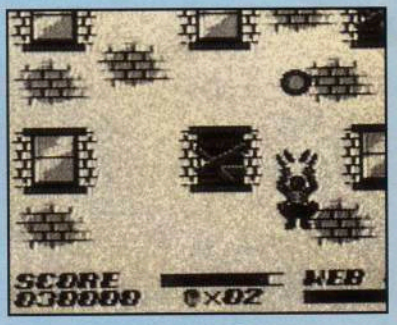
PETER PARKER'S BEAUTIFUL WIFE, MARY JANE, HAS BEEN KIDNAPPED BY A GROUP OF EVIL SUPER-VILLAINS. LITTLE DID THEY KNOW THOUGH THAT HIS ALTER-EGO IS NONE OTHER THAN THE AMAZING SPIDERMAN, AND HE IS GOING TO HUNT THEM DOWN UNTIL HE GETS HIS WIFE BACK!

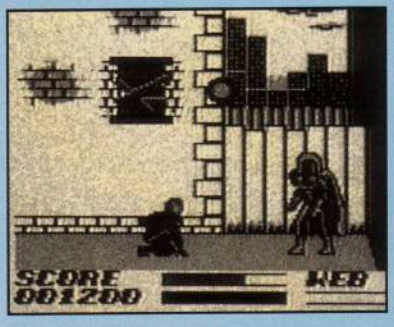
SPIDERPOWERS

SPIDERMAN HAS MANY SUPERPOWERS AT HIS DISPOSAL, NOT LEAST OF WHICH ARE HIS WEB-SHOOTERS. THESE ALLOW HIM TO SWING FROM THE ROOFTOPS OR FIRE HARD-HITTING WEB-BALLS, BUT YOU HAVE A LIMITED NUMBER, SO TAKE CARE! SPIDEY ALSO HAS SUPERHUMAN STRENGTH, DANGER SENSE TO WARN HIM OF IMMINENT ATTACKS PLUS THE ABILITY TO CLING TO WALLS. ALL OF HIS EXTRAORDINARY POWERS ARE USED THROUGHOUT THE ADVENTURE, SO TRY TO UNDERSTAND THEM AS SOON AS POSSIBLE!

SPIDERMAN'S ENEMIES!

AN ARRAY OF WEBHEAD'S GREATEST ENEMIES MAKE AN APPEARANCE IN THIS GAME BOY™ TITLE. MYSTERIO IS THE FIRST SUPER-VILLAIN THAT HE ENCOUNTERS, AND, TO DEFEAT HIM, SPIDERMAN MUST FIRST DODGE HIS HYPNOTIC POWERS. THEN THERE IS THE GREEN GOBLIN, WHO HE MEETS ON THE ROOFTOPS OF NEW YORK, FOLLOWED BY MANY OTHER SUPER-CRIMINALS, INCLUDING THE SCORPION, THE RHINO AND HIS ARCH RIVAL DOCTOR OCTOPUS. NEW YORK'S GREATEST SUPER-HERO SURE HAS HIS WORK CUT OUT HERE!





AS IF THE VILLAINS WEREN'T ENOUGH, SPIDERMAN MUST FIRST BATTLE HIS WAY PAST THUGS AND GOONS UNDER THE EMPLOY OF HIS ENEMIES. HIS TRAVELS WILL TAKE HIM THROUGH NEW YORK, ACROSS THE SKYLINE, IN THE SUBWAY, THROUGH CENTRAL PARK AND EVEN DOWN IN THE SEWERS (WATCH OUT FOR THE ALLIGATORS!). NOBODY SAID THAT BEING A SUPER-HERO WAS EASY!

GARGOYLE'S QUEST

SAVE THE GHOUL REALM!

The once peaceful Ghoul Realm has been attacked by marauding invaders, who have left a trail of destruction in the wake. As Firebrand, a young and courageous Gargoyle, you have to enter the Realm to discover the secret of the Magic Flame, which is the only weapon capable of destroying the Ghoulish enemies. A long and difficult path lies ahead - will you be tough enough to survive?

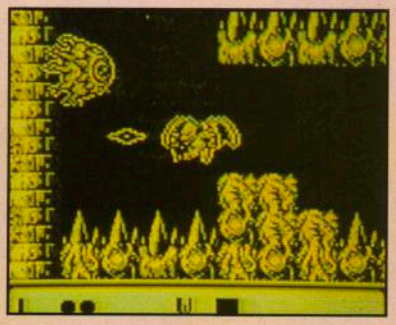
ENTERING THE REALM

"Gargoyle's Quest" features two different playing screens - the Action screen and the Adventure screen. The first part of your quest starts on the Action screen, where you have to make your way to the Realm portal before it closes. Dozens of invaders try to prevent you from reaching the portal, and there are also a number of traps and obstacles to avoid. If you do make it to the portal, then you will have to first fight off a giant skeleton fish before you can enter the Realm.

Whenever you encounter a monster or enter a castle, play will automatically switch to the Action screen. Your Gargoyle powers on this screen allow you limited flight, the ability to cling to walls, and you are also able to shoot fireballs. Vials lie around many of the Action screens - be sure to collect these as you can use them to buy items later in the game!

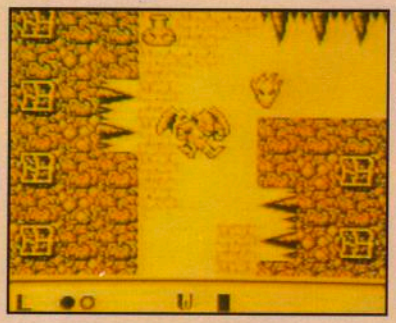
INSIDE THE REALM

Once you have entered the Realm, you will be presented with the overhead view Adventure screen. Here's where your journey really starts as you explore the Realm, searching for towns whose inhabitants hold clues which will help you in your quest. Some of the towns' more important people may also set you tasks, which will reward you with more powerful items if you succeed.



COMPLETING THE QUEST

"Gargoyle's Quest" is an enormous and very involving game, and presents a quite unique adventure that will take weeks to complete. It's the first of its kind, and shouldn't be missed by any adventure fan!



DOUBLE DRAGON

THE LEE BROS. HIT THE GAME BOY!

The "Double Dragon" Story has been told time and time again on the NES - now it's time for a new tale on the Game Boy™! Billy Lee must once more battle the Shadow Warriors to save Marion (this time in glorious monochrome) and discover just who leads the vicious gang. The betting is, though, that he isn't going to like the answer...

CONTROLLING YOUR DOUBLE DRAGON WARRIOR

The Game Boy™ version of **"Double Dragon"** allows you to use the nine different attacks without having to collect experience points (as on the NES). Punches and kicks are easily accessible, but moves such as over-shoulder throws and spin kicks take a little practising before you can perform them perfectly.

As in the NES **"Double Dragon"** titles, you can pick up weapons to help you throughout the game. Included are weapons such as baseball bats, whips and knives, all of which pack a powerful punch!

THE DOUBLE DRAGON MISSION

Four stages crammed full of action await any budding martial artist. The first takes place on the streets, where you'll encounter a variety of gang goons before meeting up with Abobo, who blocks the exit from the city. Move in on him from the side, and wear him out with a few well-placed punches.

In the Industrial Area, the site of level two, you will have to wind your way around a series of ladders and moving platforms while battling more of the Shadow Warriors. Beware of the gaps at the edge of the platforms - your enemies will be inclined to kick you towards them!

Two other levels, featuring new and different traps from the NES counterpart, are included in this thrilling Game Pak. There is also a two player option, for use with the Game Link™, which allows you to fight a friend in a closed arena.

Excellent value for money!

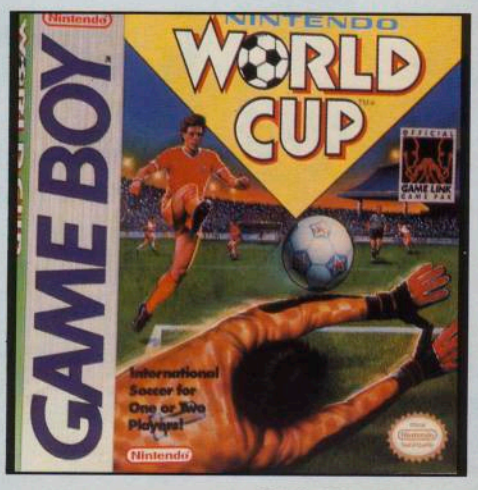
It's a Nintendo first! **"Dr. Mario"** is not only set to be a huge hit on the NES, but also on it's portable cousin, the Game Boy™. Playing **"Dr. Mario"** in miniature is much the same, with the same compelling action that has kept us hooked for weeks! Slot the vitamins into place to wipe out the germs, but don't fill up bottles that still have germs lingering inside otherwise your game will be over. **"Dr. Mario"** on the Game Boy™ also features an interactive two player game for even greater fun!

And here's the second! Another simultaneous NES/Game Boy™ release is **"Burai Fighter"/"Burai Fighter Deluxe"**, which features a multitude of levels and some frenetic blasting action. Game players on the move will experience the same Burai excitement as the big screen NES owners, making it a game not to be missed!

THE Chessmaster®

The world's most popular strategic board game is now available on the Game Boy™! Chess is an ageless game, combining clever thinking with long term suspense. You can take on either the Game Boy™, who is no pushover, or a friend via the Game Link™. A number of options usually found only on sophisticated chess machines are featured, so, whether you're a novice or a Grand Master, you'll find enough here to challenge you for months to come!

One of the most exciting releases on the Game Boy™ is **"Nintendo World Cup".** Featuring the same kind of action as the NES spectacular, your goal (excuse the pun!) is to make your way to the World Cup finals, and lift soccer's most celebrated trophy. Intense soccer fun with unique tactics and team work give you unbeatable matches that no football fan should be without!



Tips & Tricks

MEGA MAN 2

The diabolical Dr Wily is up to his old tricks again, and only Mega Man can stop him! It's not too easy though, so we have compiled a few tips to set you on your way!

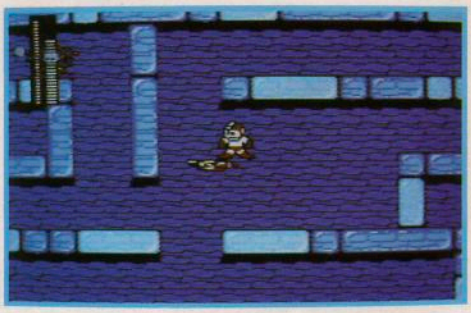
ORDER OF STAGES

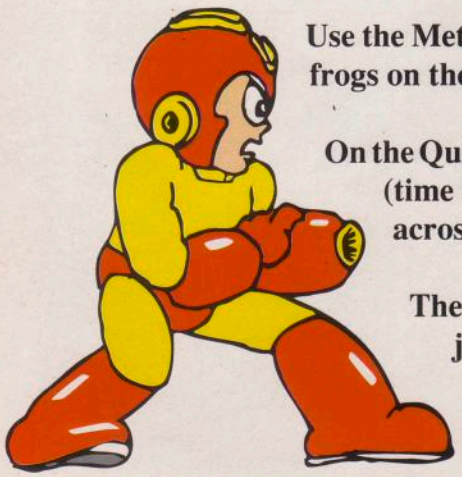
Take on the game in the following order - this will allow you to have the weapons needed to destroy most of the villains, plus you will also be able to collect items 2 and 3 early on in the adventure.

STAGE NO.	WEAPON NEEDED
1 AIR MAN	GUN
2 METAL MAN	GUN
3 CRASH MAN	AIR SHOOTER
4 WOOD MAN	CRASH BOMB
5 FLASH MAN	METAL BLADE
6 QUICK MAN	AIR SHOOTER
7 BUBBLE MAN	QUICK BOOMERANG
8 HEAT MAN	BUBBLE LEAD

MEGA TIPS

With the jet sled, you can reach high platforms by jumping and shooting out the sled in mid-air. Leap on the jet sled, and quickly jump again to reach the platform.



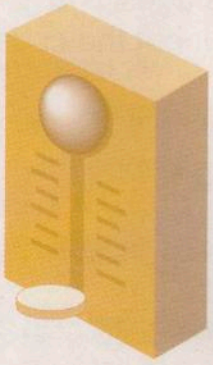


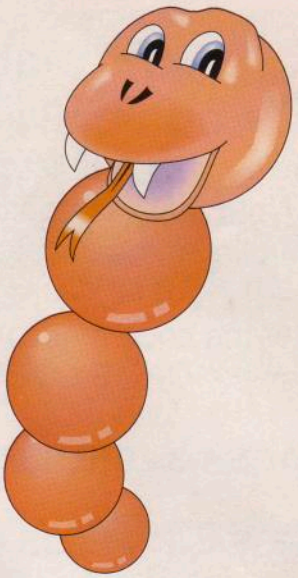
Use the Metal Blades to stop rabbits, dogs, fish and frogs on the Wood Man and Bubble Man stages.

On the Quick Man stage, use the Flash Man power (time stopper) to halt the beams that come across the screen.

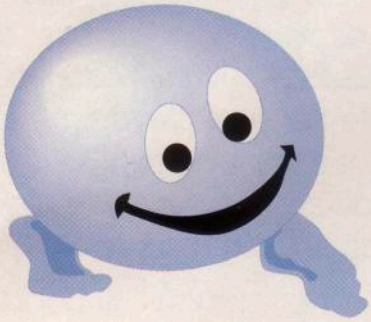
The leaf shield doesn't use any energy if you just stand still and allow it to circle around you. Use this technique to destroy a group of enemies, such as the birds that swarm out of the broken eggs.

SNAKE RATTLE N ROLL

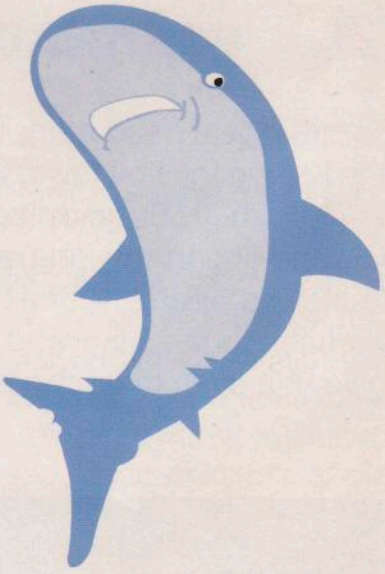




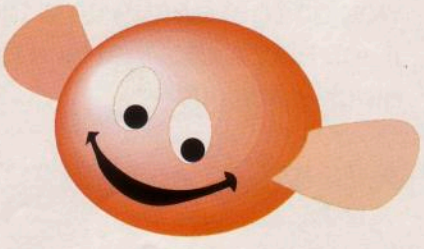
There are a few useful warps in the game that allow our two hip snakes to progress through the worlds a little faster. The first is on stage one, at the first lone block in the water. Jump up and down on it, lashing out with your tongue, and you will warp to stage three! Before you do this, though, you should first go and get the extra life from Big Foot a little further on in the stage.



Once you are on stage three, you can look for the next warp. This one isn't as easy as the first as it involves a number of difficult jumps, so be patient! Look for the screen shown here in the picture, and collect the speed-up key near-by.



Now jump to the left hand side of the dispenser, and then leap to the right, aiming for the lid on the right of the same dispenser. Next comes the most difficult jump - you have to reach the platform on the left of the spikes. Finally, jump left to the platform next to the nearest dispenser, and then on to the lid. Level five, here we come!!



There is just one more warp, which is also on level one. Where is it exactly? We will leave that to you to find out! Good Luck!

Tips from the Pros

DOUBLE DRAGON II

Here's a complete list of the continue codes for Double Dragon II. Note that , to continue on stages 7 to 9, you must use a controller in the second port to input the code!

Enter the code that corresponds to the level you were last on when the **GAME OVER** message appears.

STAGE 1-3 - PRESS UP, RIGHT, DOWN, LEFT, A, B.

STAGE 4-6 - PRESS UP, DOWN, LEFT, RIGHT, B, A, A.

STAGE 7-9 - PRESS A, A, B, B, DOWN, UP, RIGHT, LEFT.
(Controller 2)

BUBBLE BOBBLE

To be able to select what level you want to start on, enter the code **DDFFI**. Then use the **A** and **B** buttons to choose the level you wish to challenge!

Another trick is, if the other player's game is over, pause the game and press the **SELECT** button. This will take one life from player one and give it to player two, so it only works if the surviving player has a life in reserve!

FAXANADU

To get a real head start, visit the King in the first town, who will give you 1500 gold pieces. Go and spend this on useful items and weapons, and then go back to the King who will give you even more money!

GOLF (GAME BOY)

Here's a sneaky tip that you certainly wouldn't get away with in the US Open! If you play a shot that isn't to your liking, quickly hold down

A, B, START and SELECT

to reset the game. You can then start on the same hole again, thanks to the Game Pak memory!

Readers Tips & Tricks

If you've got a problem , and you can get through then call the Nintendo helpline on 0329 822662. Game Counsellors man the line from 12pm until 8pm every weekday , and also on Saturdays from 9am til 3pm.

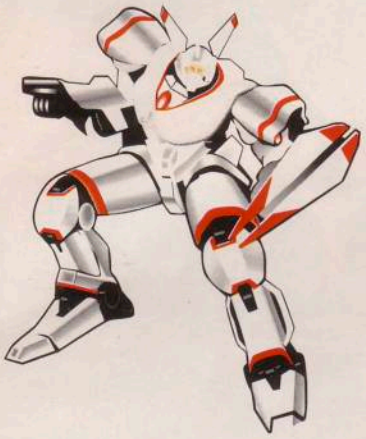
Also , if you have any tips for Nintendo's games then share it with thousands of other reader's by sending them to the following address:

Readers Tips,
Club Nintendo,
PO Box 104,
Fareham,
Hants, PO16 8UR

Probotector

You can get 30 lives in Probotector by pressing Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start, on the title screen.

Greg Cooper
UK



Teenage Mutant Hero Turtles

Here is a safe and easy way to defeat Rocksteady (the Rhino) at the end of the first stage when rescuing April. First of all, jump off the crates and, when Rocksteady attacks you, somersault over him and jump back onto the crates. Now, using Donatello, fire the Bo-stick down until you destroy Rocksteady!

Gary Jones
UK

Double Dragon 2

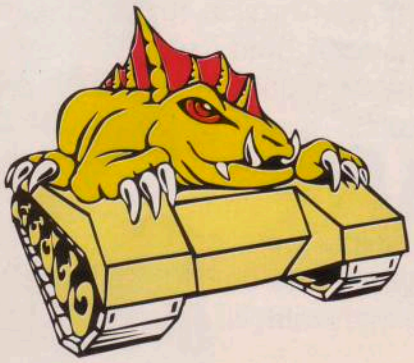
On the helicopter stage, if you are about to be sucked out of the door, press the START button. Wait for about three seconds, then restart the game - the door will now be closed!

Danny Sadler
UK

Rygar

In order to defeat Saglia in it's lair, go to the right of the screen and shoot left.Your foe will rotate around it's web, allowing you to eventually defeat it. You will then be able to continue your journey with a new treasure!

R. Maurice
France



Mega Man

Here is a tip to defeat Dr. Wily!

1st round - Shoot at the pink ball with electricity, and, as it connects, rapidly press pause until it is destroyed.

2nd round - Shoot under Wily's machine with fire, and when you destroy him, he will bow down in front of you!

B. Berangere
France
Dennis Zahn G
Holland

Bionic Commando

If you are in area which you do not like, hold down A, B and START together, and you can begin again with full energy, or enter another area. It's very handy if you have a little energy left, or fall into a hole.

Patrick Rietvink
Holland

KONAMI (Europe) GmbH

FIGHTIN'

DRIVIN'

AND SHOOTIN'

ZAPPIN'

AND OF COURSE

ALL IN ONE SWAMP STOMPIN' ADVENTURE

THE ADVENTURES OF

BAYOU BILLY™

FOR NINTENDO®

You're a rajun Cajun on the heels of that Gangster King of Bourbon Street: the swamp rat that kidnapped your best girl Annabelle. And it'll take all the right moves, lightning-fast reflexes and an eagle eye to emerge alive from the first game for Nintendo that combines hand-to-hand combat, drivin' and shootin', and zappin' into one wild adventure.

KONAMI®

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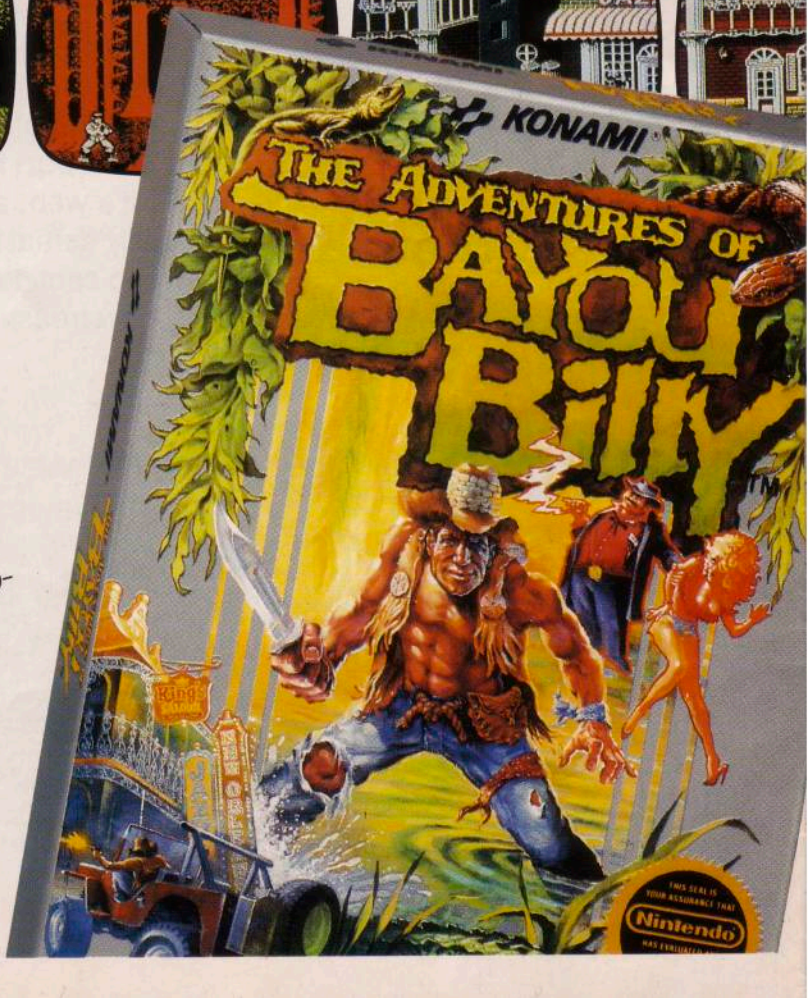
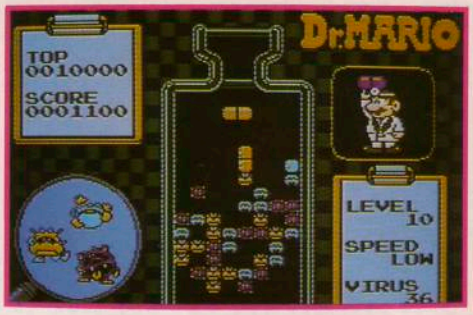


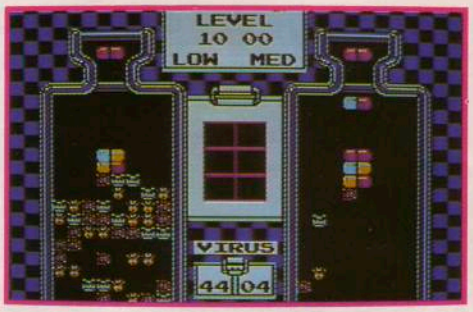
DR. MARIO



In a bid to get away from the crazy world of adventuring, Mario has donned the white coat of the medical world so that he can treat and help ill people. However, trouble seems to follow this guy, so, no sooner has he set foot in the door, when disaster strikes! Numerous viruses have started to appear in all of the vitamin bottles, and Mario must somehow stop them from growing in number before it's too late!

"Dr. Mario" is viewed much the same as **"Tetris"**, with the idea to match up four vitamins of the same colours in either a horizontal or vertical line. This will make them disappear, and, if you have a virus in the line, then that will go too! The vitamin capsules are thrown down by Mario, and you can then move or rotate them as you wish. Once you have cleared all of the virus in the bottle, then you move on to the next level with more of the little germs to get rid of.

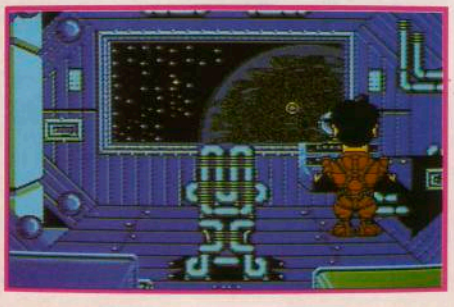
"Dr. Mario" is just as compelling and addictive as "Tetris", and features fast and furious strategic action. There is also a great two-player option, where you face your opponent in a race to clear all of the virus first!



The Adventures of RAD GRAVITY

Travel through Outer Space with the latest intergalactic traveller, "Rad Gravity". Our curious hero is really just on a sightseeing tour, finding co-ordinates from one planet so that he can travel to the next. But we all know what curiosity did...

Rad's first mission takes him through the security systems and computers of the first alien planet. The inhabitants aren't a friendly bunch, and try to fight off Rad as he muddles his way through their hi-tech world. From there on, it's fast and furious action in the true Hollywood style. Future missions include saving his sophisticated android friend from crazy scientists, and tracking down an illegal spaceship. Surprises spring up at the most unlikely times, keeping Rad on his toes without even the slightest hint of a break!



"Rad Gravity" is a very original and innovative Game Pak that is as addictive as it is crazy. Glorious graphics add to the frantic game play, and offers a very appealing new Game Pak!

JACK NICKLAUS'

GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Get ready to take on eighteen of the most challenging video game golf courses of all time! Endorsed by Jack Nicklaus himself, it features fairways from St Andrews, Oak Mount and Muirfield, plus others, bringing you a game for experts and novices alike!

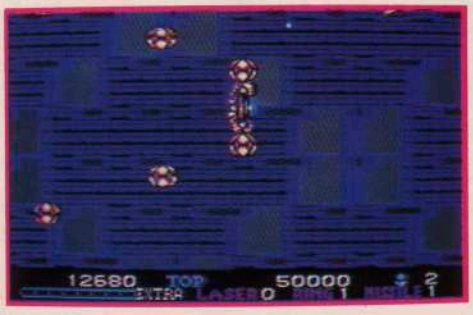
There are a number of options provided to enhance the gameplay, including eight different golfers, a full range of clubs, two styles of play and a whole lot more! You are presented with two different views of play, and the controls over the swing are the most authentic ever conceived!

Golfing fans can look forward to a full review in the next issue. As for those who have never tried video game golfing, well, this will probably blow your mind!!

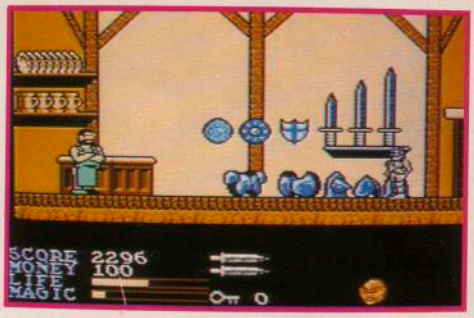
BURAI FIGHTER

The Burai are coming! They've conquered the most remote corners of the universe, seen off the strongest challenges with ease, and left a trail of waste and destruction in their wake. Now they are heading towards their ultimate goal - the Earth...

As the greatest fighter on our doomed planet, it's up to you to enter the very heart of the Burai's defences and destroy their hopes of world domination. Through seven alien-packed stages, you will be ducking and diving between on-coming Burai formations, shooting at the weirdest androids, dodging flurries of bullets and wondering if it really is possible to get out alive. You'll have to make good use of the various weapons available if you are to have any chance of destroying the terrifying monsters at the end of each level - these guys don't know what defeat means!



IRONSWORD



The mighty Kuros is back! This time, he's fighting both the evil wizard, Malkil, and the four elementals, in an all-action game that includes all the thrills and spills of the original hit, and much, much more!

Kuros will travel from one terrain to another, with conditions changing drastically as he goes. One minute he may be bouncing high up on the clouds, while the next he may be clinging to a ledge, dangling precariously above a lava pit! The four elementals, comprising of Wind, Water, Fire and Earth, have all been called on by Malkil in an attempt to destroy Kuros once and for all, so our hero will have to be both strong and agile!

The mighty knight isn't all alone though. He can call on the help of certain Animal Kings, although he might have to complete a certain task for them first. Certain weapons and items can be found, and Kuros also has the ability to cast spells - although he does need to somehow acquire them first!

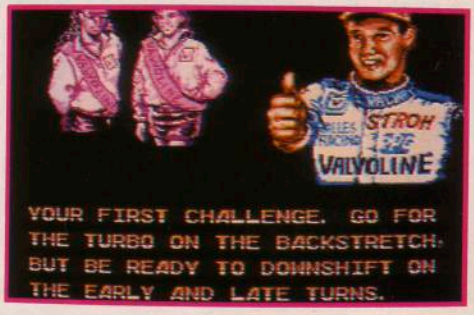
GAUNTLET II

For real Four-player excitement, you cannot beat the coin-op conversion of "Gauntlet II"! It features all of the thrills and spills of the original, including play for up to four players (with the NES Four Score™), over 100 exciting levels, dozens of tricks, traps and monsters, and amazing speech and graphics that really build up the excitement and atmosphere!

As an Elf, Valkyrie, Warrior or Wizard, you and your pals have to find the exit from each maze to progress to the next stage. Hordes of monsters attack you, so you need to use your weapons and powers to see them off, without losing too much life. There are also plenty of traps and surprises along the way, such as teleports, false walls and moving exits that can really throw you!

There are so many original and addictive features of "Gauntlet II" that the only real way to appreciate it is to play the game!You should be seeing it on the shelves in the next few months, so start saving your pennies now!

TURBO RACING


STROH
VALVOLINE
YOUR FIRST CHALLENGE. GO FOR THE TURBO ON THE BACKSTRETCH. BUT BE READY TO DOWNSHIFT ON THE EARLY AND LATE TURNS.

Join the greatest racing drivers and test your skills on sixteen of the world's most challenging tracks. You'll travel from Brazil to Japan as you battle against 25 other drivers in an attempt to be the world's Formula One Champion!

Take on the role of an experienced pro, giving you the advantage of having a fully-equipped car, or enter the competition as a rookie with less points to attribute to your car. Then it's on to the real excitement, as you tackle the twisting and turning tracks, using your turbo and pitstops wisely so as not to lose too much time, or end up spinning off the bends. The other drivers, controlled by the NES, are highly intelligent, giving you the most authentic and exhilarating races available in a video game!

With plenty of features, fantastic action and effective graphics, **"Turbo Racing"** is so hot that your controller is going to burn!

Mailbag

The Editor,
Club Ninendo,
P.O. Box 104,
Fareham,
Hants,
PO16 8UR.

LIVE AND LEARN...

Dear Club Nintendo,

I bought my Nintendo Game Boy a few months before its actual release here in England. However, my Game Boy actually cost £30 MORE than the one I saw in Dixons, and I did not get the Tetris Game Pak or any headphones. Is there anything that I can do?

Also, in my school, approximately one third have a Game Boy, and most of them have a Nintendo. I was wondering if you would dedicate a fraction of the magazine to the Game Boy at all?

Julian Farman
London

Well, Julian, if you are dissatisfied with your purchase, the only thing that you can do is take it back to where it was purchased for a refund. The owner's manual will also have a return address for faulty products. However, if you buy something not released in the United Kingdom by Nintendo, the address for returns may be to some far off land, and if you do buy one of the rare items that do have a problem, you could really be out of luck. We recommend that you always purchase Nintendo products from a reputable dealer, buy only products with the Nintendo Seal Of Approval, and, if you have any doubts, ring the Club Nintendo Helpline on 0329 288699 for assistance.

As to dedicating space to the Game Boy, that's already well under way. Reviews and Sneak Peeks are already common place, and Tips are forthcoming.

ONE GOOD GAME REVIEW...

Dear Editor,

I would like to tell you my comments on my latest Nintendo Game Pak, 'Double Dragon II - The Revenge'.

I thought the graphics were brilliant, maybe even the best that I've seen so far over other games. My favourite scene is when you go down in the lift. The sound is very good too, especially the noises made when you perform one of the spectacular moves.

I think anyone who enjoys a good fighting game has to buy this Game Pak!

Yalda Jamshida
London

...DESERVES ANOTHER!

Dear Editor,

I would like to say that I have got Cobra Triangle, and want to review it:

Graphics: 91 (out of 100)
Sound: 95
Playability: 96 (will keep you going for ages)
Overall: 93

A brill game - don't miss it!

Luke Westoby
East Sussex

Thanks guys - they were great reviews, and pretty close to what we think too! A couple of special Nintendo goodies are winging their way to you. As for everybody else, keep those reviews coming in - maybe we will be able to include more and more as time goes by!

MARIO MADNESS

Dear Mario,

How many Super Mario Bros. games are available? Also, I would like to ask you and Luigi to describe what Bowser looks like close up - you must know, you've seen him enough!

Philip Dhese (Age 11)
Watford

Thanks for your letter, Philip! Currently, there are three games featuring our troublesome duo (Mario Bros., Super Mario Bros. and Super Mario Bros. 2), and there are also plenty of games where Mario makes guest appearances. He's taken on a number of roles - the umpire in 'Tennis', referee in 'Punch-Out!!', pinball wizard in 'Pinball' (check out the bonus screen) and many others. Anybody spotted Mario anywhere else?

As for Bowser, Mario says he looks 'pretty awesome', while, Luigi reckons he's 'downright ugly!'. So there you go.

HAVE YOU CALLED THE HOTLINE YET? WHY NOT?

Monday to Friday between 12PM-8PM and now on Saturdays between 9AM-3PM

Had trouble getting through? Are you calling the right number at the right time?

Our game counsellors are there and waiting for your calls, so call them now for hot tips!

WHO YOU GONNA WRITE TO?

Club Nintendo Helpline - Monday - Friday 9.00 - 5.00
0329 - 288699

Hi Kids,

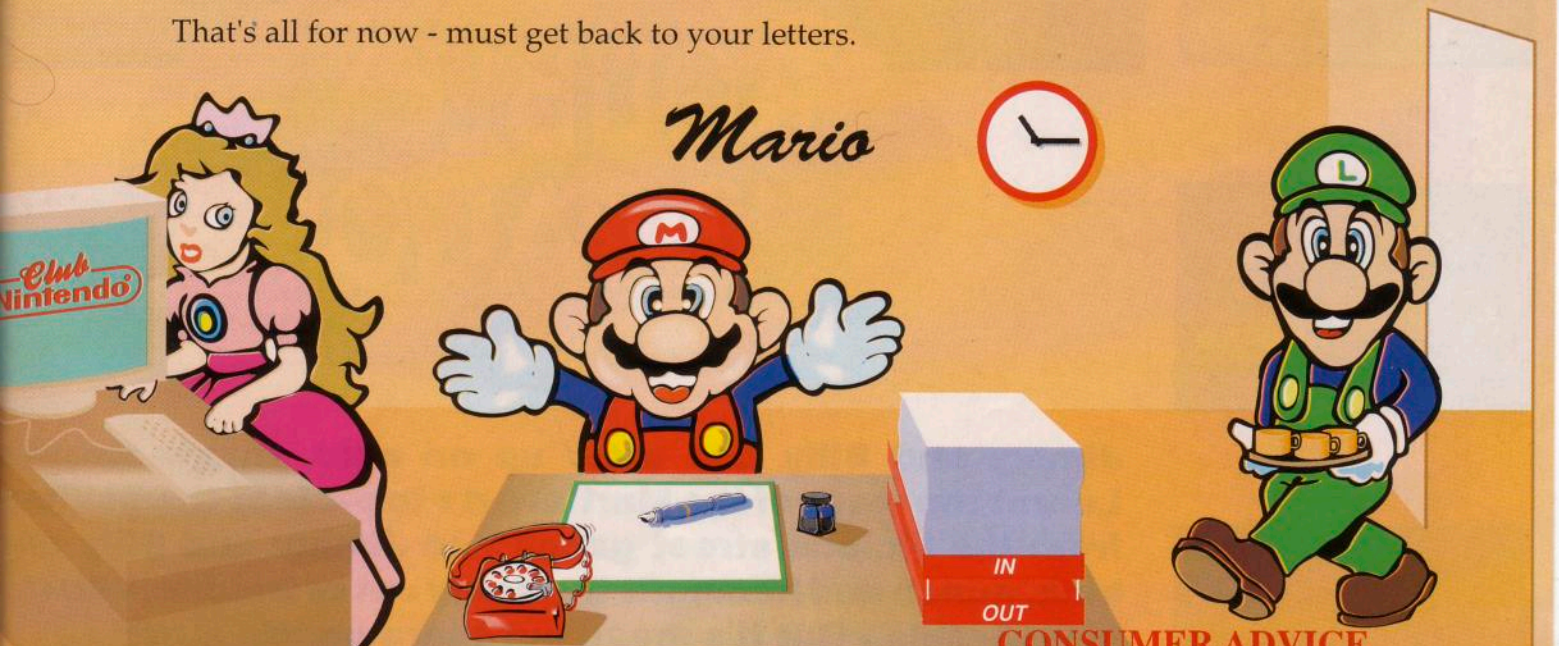
Mario here. Phew! As you can see it's really busy here at the Club Nintendo Office, we've even had to rescue Princess Daisy to help with the typing! And Luigi has stopped answering the phones for a while to make the tea.

But as always we all really like to hear from you so keep sending those letters letting us know how your getting on and any questions you might have about your membership or new game availability and we'll do our best to help.

Oh! Don't forget to let us know if you move house, so that we can send your magazines to the correct address.

That's all for now - must get back to your letters.

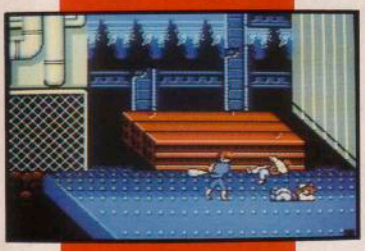
Mario

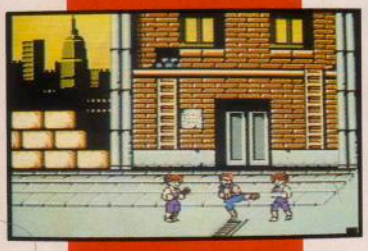


ATTENTION CLUB NINTENDO MEMBERS!!!
Don't forget to make a note of your membership number for future prize draws

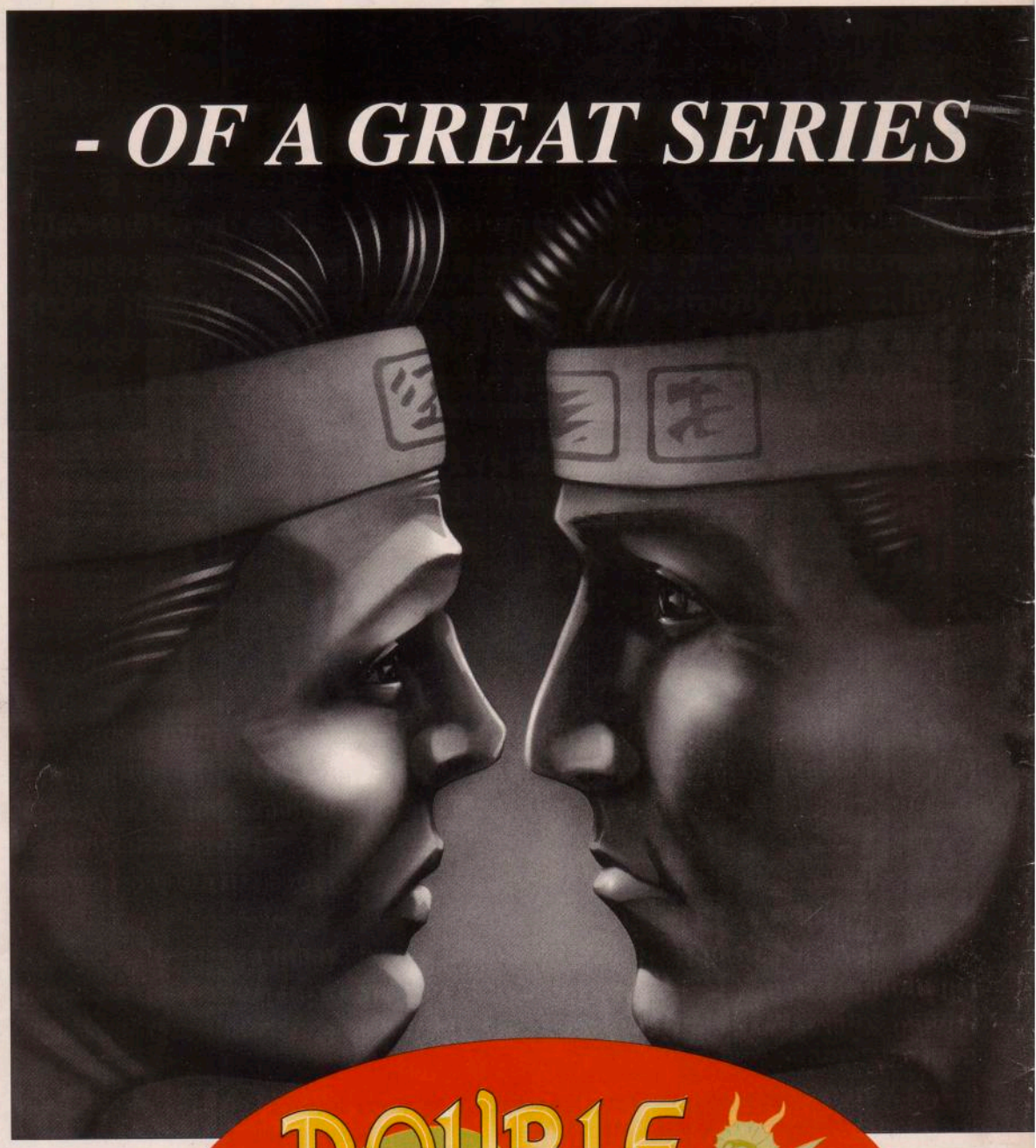
CONSUMER ADVICE
Please ensure that you only buy UKhardware and software for NES systems. Foreign hardware and software will not run on the UK television system.

THE ORIGINAL!





- OF A GREAT SERIES



DOUBLE DRAGON

Jimmy and Billy Lee grew up on cold, tough streets; Learnt the ways of the Martial Arts to protect themselves from the vicious street gangs - so Jimmy and Billy can kick, punch and headbutt their way out of trouble, and are inseparable - But it's mean out there on the street....

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